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Printed in Japan

KID KOOL™

and the Quest for the Seven Wonder Herbs

VIC TOKAI™

NES-KX
USA

THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

Thank you for selecting the fun-filled "KID KOOL" game pak by VIC TOKAI, INC.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertaiment value.
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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warning will be your personal guarantee to greater game satisfaction over a long period of time.

1) This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleev when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

1. Story

The Kingdom of Voldam was probably the most peaceful and prosperous country on earth. At least it seemed so; but then the seeds of a single but worrisome problem began to spring up in the kingdom. Then one day, quite unexpectedly, King Voldam the Fifth failed to appear before the people of the kingdom. The people could not see their king because an incurable disease had fallen upon him and kept him confined to his bed.

There was only one way King Voldam could rid himself of this disease. He would have to collect the seven herbs of mysterious curative powers from a part of the neighboring but far-reaching Empire of Draxer. Moreover, it had to be done within three days.

To make matters worse, it was said that there were treacherous traps hidden throughout the area. Ferocious monsters, lying in wait for their victims, were everywhere. As the king's health worsened, the people of the kingdom grew anxious and dispirited.

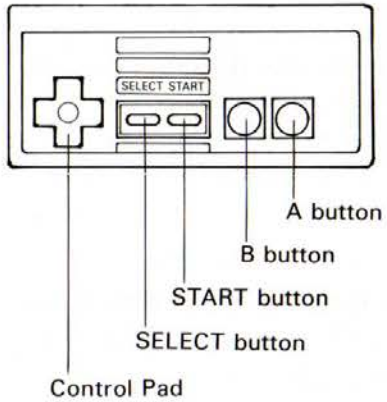
It was at this time that a strange object from the skies made an abrupt landing. Had the Draxer Empire at long last launched an attack!!? In the midst of this confusion, an extraordinary boy from a far-away country flew through the broad skies. The strange object, it seemed, was not of Draxerian origin.
This boy, wearing what appeared to be dark glasses, was running and jumping from one place to another at fantastic speeds.

Word spread through the Kingdom of Voldam that the Grand Chamberlain, lord of all the king's vassals, had invited this "Kid Kool" to the palace. Once there, King Voldam and the Grand Chamberlain implored Kid Kool to set out for the evil Draxer Empire on their behalf !!

2. How to operate the controller

This is a one player game and only one controller is needed.

● Controller parts



★Starting up

Press the START button when the title screen appears.

You can choose either START or CONTINUE by pressing the SELECT button.

★Game Scenes

- When Control Pad is activated, left-right movement is possible. Depending on when it is activated it also controls the speed of movement.
- The A button will let you jump, while the B button will dispatch Wicky from Kid Kool's back.
- The START button serves as a pause. The SELECT is **not** used.

★Bonus Scenes

- When the roulette wheel begins spinning, the A button may be used to stop it.

3. How To Play

• Objective

During each round, you must get the 7 herbs within the time given you before you can return to the ailing King Voldam.

• Advancing

When you begin playing, the game clock is also started. An hour's playing time is equal to an entire day. You will notice that the color of the sky will change according to the "time of day".

In each round, if you are able to eliminate the third stage boss, you will get one of the 7 herbs. Should you return to King Voldam with all 7 herbs, the conclusion will be different depending on how fast you have returned.

- Even when Kid Kool is on water, he has energy and can skip across the surface like a small stone as long as the angle is kept small.

Skipping across the water, however, uses up energy and Kid Kool will soon sink if he tries to keep doing this too long. Before this can happen, you should make him jump over the water.

- To make your progress during the game more profitable, there are a number of items to be found in the grass. as Kid Kool runs along the grass, various items appear. Among the items there are some which may be disadvantageous to you, so be careful when taking them.

- Kid Kool's strong ally, Wicky may appear in the grass. If he is touched, he will stick to Kid Kool's back. Shooting with the B button at this time will allow Wicky to attack your enemies skillfully. Wicky will automatically be returned. Wicky, when carried on Kid Kool's back, is his substitute.

- Try to gather the item 💰. When you have cleared each area, whatever you have collected can be applied in a game of roulette. If the ball stops at Kid Kool's place, you will get one more Kid Kool in the game. If it stops at Wicky's place, you get 1 more chance. Even if you cannot win at roulette, there are other ways to get KID KOOL. Try to find out how.

4. Rounds

1. Draguar	Get used to the speed of play and acquire skills like skipping on water and vaulting with a pole.
2. Mountain Bulb	This is full of traps that you will need to evade.
3. Elegy	Perilous planks await you in the Tunnel of Elegy.
4. Aridian Desert	The great sand dune of the Aridia will challenge you.
5. Cirus Cotton	Pitfalls loom everywhere.
6. Pippo's Heart	You will find Pippo's Heart.
7. Electra	This may be shocking.

Pole Vaulting

Surprising Alcove

5. Items

Time can be stopped for a brief period.

Clock Jumps forward 1 minute.

You get 1 more Kid Kool.

You can get a bonus game.

1 minute of time is returned.

You can become invincible for a drief period.

You can destroy all enemies on screen.

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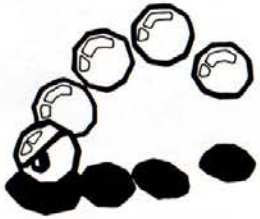
6. Characters

▲ Wicky

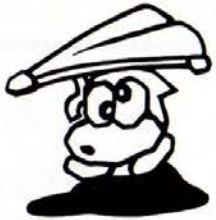
Your only ally.
He is pitched from the back of Kid Kool at the enemies.

◀ Thunder Rap



▲ Caterpillar

◀ Stumpy

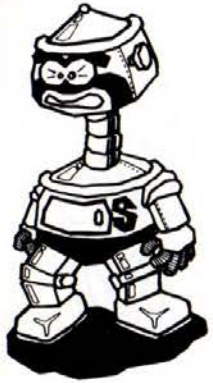


◀ Hangman

Drone ▶

(TYPE I / TYPE II)

Doorgnat ▶



▲ Synthetico

▲ Wooly Sprite

▲ Snapping Dragon

7. Herbs of Draxer

You must get these in the following order.

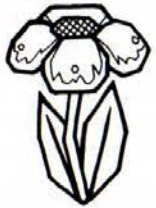
▲ Draguar

▲ Moutain bulb

▲ Garland of Elegy

▲ Aridia

▲ Cirus cotton



▲ Pippo's Heart

▲ Electra

90-DAY LIMITED WARRANTY

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VIC TOKAI INC. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to VIC TOKAI INC. along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

VIC TOKAI INC. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no quarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures :

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES intn a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technlcian for additional suggestions. The user may find the following bnnklet prepared by the Federal Communication Commission helpful :

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004–000–00345–4.